

## **REMARKS**

In order to expedite prosecution of this application, independent claims 27 and 30 have been amended to more clearly distinguish applicant's invention over the prior art. Reconsideration and allowance of the application as amended are respectfully requested.

The present invention concerns a novel gaming device and method in which a gaming terminal is configured for playing a game. A data storage device is provided for carrying by a game player. The data storage device contains biometric data of the game player.

A reader is provided for receiving data from the data storage device that is carried by the game player. A button is provided for pressing by the game player as part of the game. A biometric device is provide for measuring biometric data of the game player by sensing the biometric data directly through the button as it is pressed by the game player.

The gaming terminal carries a comparator. The comparator compares the parameters of the game player's biometric data sensed through the button with parameters obtained from the biometric data received from the data storage device carried by the game player, for player identification.

Applicant's novel invention provides an extremely effective authentication system for a game player, in which the game player's biometric data is used for identification, without the necessity of a separate database used by the casino either centrally or in the game itself. Many game players do not want their biometric data stored in a separate database and the present invention eliminates this problem. Further, the

present invention obviates the needs to have to delete biometric data from a central database or a game database after the player is finished. In order to achieve this highly effective authentication, in the present invention the player's data storage device itself carries the biometric information. When the game player presses the button, the game player's biometric information is sensed through the button and compared with the biometric data received from the data storage device, not from biometric data on a central database.

Bradford et al. does not disclose applicant's invention as claimed. While Bradford et al. discloses the use of biometric authentication, and the provision of a smart card to a player, Bradford et al. does not disclose that the smart card or that any voucher ID or that any other card carried by the player itself includes biometric data. Bradford et al. discloses the use of a separate database, either a central database or directly associated with the game itself and it is this database that contains the game player's biometric data. Bradford et al. recognizes that players feel more secure if their biometric data is removed when they leave, so in column 33, lines 30-41, Bradford et al. discusses the deletion of the biometric data from the database once the player leaves. Applicant, however, has solved this problem differently, and there is no requirement that biometric data be deleted from the database because applicant's system does not require the use of a database but instead the player's biometric data is compared against the biometric data that is carried on the card itself.

The Examiner has referred to column 32, lines 26-32 and column 35, lines 4-13 of Bradford et al. to purportedly show the comparator for comparing the parameters of the game player's biometric data with parameters obtained from data received from said

data storage device carried by the game player. However, a reference to those parts of the Bradford et al.'s specification indicates that the player receives a voucher ID, but there is nothing that discloses that the voucher ID itself carries the player's biometric data. Instead, the Bradford et al. disclosure apparently means that the voucher ID, when read, brings up the biometric information from the database because there is nothing that expressly states that the voucher ID or any card carried by the player itself carries the biometric information.

Each of the independent claims has been very carefully amended to include the data storage device for carrying by a game player with the data storage device containing biometric data for the game player. The claims have also been amended to point out that the comparator compares the parameters of the game player's biometric data sensed through the button with parameters obtained from biometric data received from the data storage device carried by the game player. As stated above, this subject matter is not disclosed by Bradford et al., and is again extremely useful feature deserving patent protection.

In view of the foregoing amendments and remarks, it is submitted that the claims very clearly distinguish applicant's invention over the prior art, and that the application is now in condition for allowance. Therefore, an early Notice of Allowance is respectfully requested.

Respectfully submitted,  
SEYFARTH SHAW LLP

A handwritten signature in black ink, appearing to read 'G. H. Gerstman', is written over a horizontal line.

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